

INTRODUCTION

EnSight can display parts as transparent using two different methods:

- True (alpha)*

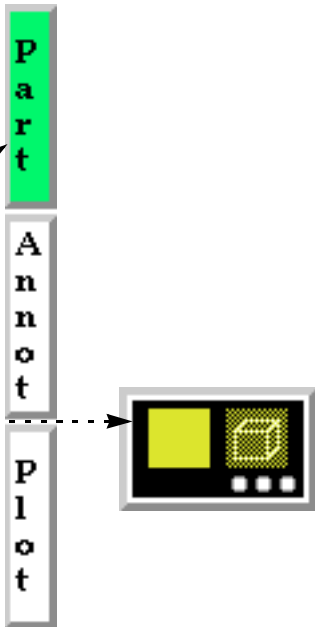
True transparency uses the hardware alpha planes. Although the resulting visual effect is superior to fill patterns, true transparency is much slower to draw (especially for large models) since all geometry must be sorted from back to front prior to *each* redraw.
- Fill Pattern*

Fill pattern or screen-door transparency uses polygon fill patterns to control where polygons are drawn (typically a fine grid specifying on and off). EnSight provides three patterns that yield varying degrees of pseudo-transparency.

Transparency is not available on all platforms.

BASIC OPERATION

1. Select the desired part(s) in the Parts List.
2. Select Part in the Mode Selection area to enter Part mode.
3. Click the Transparency Attributes icon to open the Part Transparency Modification dialog.



For true transparency:

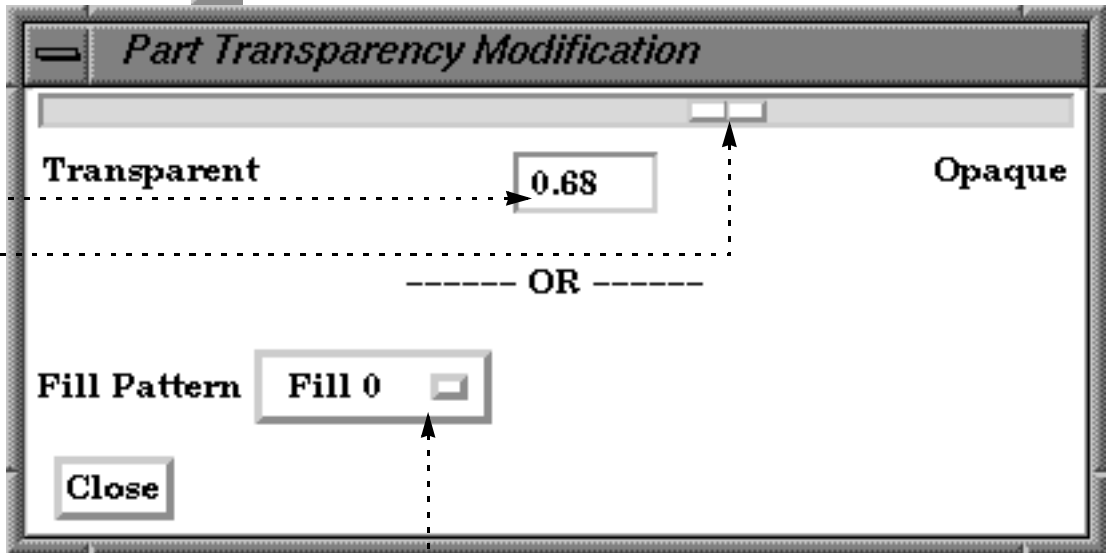
4. Either adjust the slider to the desired setting or enter a value and press return.

The Graphics Window will dynamically update as the slider is adjusted.

For Fill Pattern transparency:

4. Select the desired pattern from the Fill Pattern pulldown.

Fill pattern 0 is solid.



SEE ALSO

User Manual: [Part Transparency](#)